

BASICS

SKILL ROLLS

To perform a skill roll:

1. **Assemble Base Dice:** Start with a number of base dice (D6) equal to your **Attribute + Skill Level**.
2. **Add Stress Dice:** Add a number of stress dice equal to your current **Stress Level**.
3. **Roll All Dice:** Roll all dice together. You need at least one **6** to succeed.
4. **Count Successes:** Each **6** beyond the first gives bonus effects (extra damage, quicker completion, etc.).

MODIFIERS

The GM or gear can add or remove base dice. You can never roll fewer than one base die. Modifiers never affect stress dice.

HELPING

Up to three characters can help with a roll. Each helper gives **+1 die**. In combat, helping costs your full action.

ROLLING WITHOUT SKILL

If you lack the required skill, roll only your attribute score as base dice (plus stress dice).

PUSHING YOUR ROLL

If you fail, or want more successes, you can **push** the roll:

- Increase your stress level by **+1**.
- Add one stress die to your pool.
- Re-roll all dice that did **not** show **6**.
- All dice count after the re-roll (including those not re-rolled).

Restrictions:

- You can only push **once** per roll.
- If you rolled **1** on any stress dice, you **cannot push**.

STRESS RESPONSE

If you roll **1** on one or more stress dice, trigger a stress response. Roll D6, add your Stress Level, subtract your Resolve, and consult the table:

Result	Response
≤0	Keeping Cool. No effect.
1	Jumpy. When pushing, gain +2 stress instead of +1.
2	Tunnel Vision. -2 dice on Wits-based rolls.
3	Aggravated. -2 dice on Empathy-based rolls.
4	Shakes. -2 dice on Agility-based rolls.
5	Frantic. -2 dice on Strength-based rolls.
6	Deflated. You cannot push any rolls.
7+	Mess Up. Action fails regardless of dice rolled. Stress +1.

If you get a response you already have, gain +1 stress instead.

THE 12 SKILLS

Attribute	Skills
Strength	Heavy Machinery, Stamina, Close Combat
Agility	Mobility, Ranged Combat, Piloting
Wits	Observation, Comtech, Survival
Empathy	Command, Manipulation, Medical Aid

TIME UNITS

Unit	Duration	Primary Use
Round	5-10 seconds	Combat
Stretch	5-10 minutes	Stealth
Shift	5-10 hours	Repairs

STEALTH

STEALTH MODE

Stealth mode represents careful exploration of unknown areas, played out in **stretches** (5-10 minutes each).

PC MOVEMENT

In one stretch, you can:

- Move into an **adjacent zone** (if border is open or has unlocked door/hatch).
- Scan for enemies.
- Get a superficial description of the zone from the GM.

PCs can move individually or as a group. Order is chosen freely.

DETECTION

When you come within **line of sight** of an NPC (or vice versa), make a **passive open opposed OBSERVATION roll**.

- This roll **cannot be pushed** and does not trigger stress responses.
- For groups, only the **highest roll** on each side counts.

DETECTION OUTCOMES

If one side wins, they spot the other first and can choose to:

- **Reveal themselves** – End stealth, draw initiative.
- **Ambush** – +2 dice to attack, target cannot defend/dodge.
- **Hide** in the zone (if cluttered).
- **Back out** the way they came (immediate, doesn't count toward movement).

If tied, both sides spot each other simultaneously – draw initiative and begin combat.

HIDING

A character can hide in a **cluttered zone** (not open zones). Hiding carefully takes **one stretch** and cannot be combined with movement – *except* immediately after winning a detection roll (then it's free).

FINDING HIDDEN CHARACTERS

When an enemy enters a zone with a hidden character:

- No automatic opposed roll is made.
- The enemy must **actively search** (takes one stretch).
- Make an **OBSERVATION roll**. If failed, can try again next stretch.
- Each **6** on the roll reveals one hidden character/item.
- If found, **draw initiative**.

TAKING ACTION WHILE HIDDEN

A hidden character can move, interact, or ambush. If they do, make an **opposed OBSERVATION roll** against all enemies in line of sight.

KEEPING GUARD

If you remain **stationary** in a zone for a stretch doing nothing but watching, you get **+2 dice** to OBSERVATION rolls to spot anything coming into line of sight.

SPECIAL ZONES CRAWLSPACES & AIR SHAFTS

- Enter via access points (costs one zone of movement).
- Cannot move past other characters (even friendlies).
- Considered **open zones** – cannot hide or take cover.
- Can be **sealed shut** with a cutting torch (HEAVY MACHINERY roll).

DARKNESS

In dark zones, OBSERVATION rolls for humans/androids get **-2 dice**. A flashlight removes this penalty.

LINE OF SIGHT

Everyone in the same zone has line of sight to each other (unless hiding/full cover). Blocked borders block line of sight unless you're at a doorway peeking through.

COMBAT

INITIATIVE

At the start of each round, draw cards numbered 1-10. Card #1 acts first, #2 second, etc.

SURPRISE & AMBUSH

If an attack is surprising, the attacker gets card #1 automatically. An **ambush** (attack on unaware opponent) also gives **+2 dice** to the attack and the target **cannot defend or dodge**.

HOLDING OFF

On your turn, you can **swap initiative cards** with someone acting after you. They must act immediately. Useful for letting allies go first.

ACTIONS

Each round you can perform **one full action + one quick action**, or **two quick actions**.

Full Actions	Skill
Attack in close combat	Close Combat
Make a ranged attack	Ranged Combat
Jump or climb	Mobility
Take full cover	-
Interact with terminal	Comtech
Use machinery	Heavy Machinery
Give first aid	Medical Aid
Clear jammed weapon	Heavy Machinery
Give orders	Command
Drive a vehicle	Piloting

QUICK ACTIONS

- Move into an adjacent zone
- Move between Short and Adjacent range
- Move to a door/hatch and peek through
- Lock a door or hatch
- Take partial cover
- **Defend** against close combat (interrupt)
- **Aim** (+2 dice to next ranged attack)
- **Dodge** a ranged attack (interrupt)
- Reload a weapon
- Pick up an item from the ground
- Rally a broken character (COMMAND)

Interrupt actions occur out of turn but still cost a quick action.

RANGE BANDS

Range	Description
Adjacent	In your face (touching distance)
Short	In the same zone
Medium	In an adjacent zone
Long	Up to four zones away
Extreme	Farther away

CLOSE COMBAT

Roll **CLOSE COMBAT** (full action) at Adjacent range.

Damage: Weapon's base damage + 1 per extra **6** beyond the first. Unarmed attacks have base damage 1.

DEFEND

As a **quick action** (interrupt), roll CLOSE COMBAT. Each **6** you roll **eliminates one 6** from the attacker. Must declare before attacker rolls.

SPECIAL ATTACKS

Declare before rolling; no weapon bonus dice:

- **Disarm** - Take or throw opponent's item.
- **Pass** - Move past a blocking enemy.
- **Shove** - Push opponent to Short range.
- **Grapple** - Pin enemy; they can only try to break free.

RANGED COMBAT

Roll **RANGED COMBAT** (full action) at Short range or more. Base damage +1 for each **6** beyond the first.

Aiming: Spend a quick action before attacking for **+2 dice**. Must happen immediately before the attack (same round, no other actions).

Dodge: Quick action (interrupt), roll MOBILITY. Each **6** eliminates one attacker's **6**.

CONSERVING AMMO

After hitting, you can spend one extra **6** to **skip the ammo supply roll** instead of adding damage.

FULL AUTO

If you hit without pushing, you may immediately attack again (same or different target). Up to **3 attacks** total. Each attack after the first gives **+1 stress**. Must make ammo supply roll after each attack.

DAMAGE & HEALTH

HEALTH

Your starting Health equals **(Strength + Agility) ÷ 2**, rounded up. Health represents fatigue, bruises, and minor cuts.

ARMOR

Armor reduces incoming damage by its **armor level**. You can only wear one suit of armor at a time.

ARMOR PIERCING

Against armor piercing attacks, armor level counts as **1 lower** (minimum 0).

WEAK SPOTS

You can aim for a weak spot: **-2 dice** to attack, but on hit the armor level is reduced by 1 (in addition to armor piercing).

COVER

- **Partial Cover** (quick action): Ranged attacks against you get **-2 dice**. You can still dodge.
- **Full Cover** (full action): Breaks line of sight. Ranged attacks get **-3 dice** and must penetrate the barrier. You **cannot dodge**.

Only available in cluttered zones (or by doors/hatches).

Barrier	Armor Level
Furniture	1
Inner Bulkhead	2
Outer Bulkhead	3
Armored Bulkhead	4+

Breach Limit: If armor level > weapon's base damage, the attack cannot breach, regardless of 6 rolled.

BROKEN

When you drop to **0 Health**, you are **broken**:

- Immediately roll for a **critical injury** (D66).
- You can only make **one move action per round** and mumble.
- You **cannot gain stress** and never make panic rolls.
- Further damage causes **additional critical injuries**.

RECOVERING FROM BROKEN

If not dead, three ways to recover:

- **First Aid**: Someone at Adjacent range rolls MEDICAL AID (full action). On success, recover **1 Health per 6**. Also stabilizes lethal injuries.
- **Rally**: Someone in same zone rolls COMMAND (quick action). On success, recover **1 Health per 6**. Does not affect critical injuries.
- **On Your Own**: After **one stretch**, automatically recover 1 Health and get back up.

NATURAL RECOVERY

If not fatigued, recover **1 Health per stretch** resting in a safe area (even with critical injuries).

CRITICAL INJURIES

Roll D66 when broken. Some critical injuries are **lethal** – you must make **death rolls**.

DEATH ROLLS

Roll for **STAMINA** after the time limit passes. You **cannot push** and use **no stress dice**.

- **Fail**: You die.
- **Succeed**: Make another roll when time limit passes again.
- **3 Successes**: You survive and stop rolling.

STABILIZING

Someone can give first aid (MEDICAL AID, full action):

- **Success**: Stabilized – stop making death rolls. If broken, also recover 1 Health per 6.
- **Failure**: Time limit **decreases one step** (shift → stretch → round → death).

INSTANT DEATH

- Critical injury results 64–66.
- Damage from a single hit $\geq 2 \times$ your max Health.
- Certain attacks.

SURGERY

Some injuries require surgery before healing: a **shift** of time + MEDICAL AID roll.

PANIC

STRESS LEVEL

Your stress level starts at zero and increases during play:

- You **push** a skill roll.
- You or a nearby PC suffers certain stress/panic responses.
- A nearby NPC panics.
- You fire a 2nd or 3rd burst of full auto fire.
- You become fatigued.
- A crew member attacks you.
- Someone nearby is revealed to be an android.
- Any unnerving encounter (GM discretion).

PANIC ROLL

Make a panic roll when:

- You witness a PC become **broken**.
- You see a Xenomorph **for the first time**.
- A Xenomorph comes within **Adjacent range**.
- You witness a PC suffer certain **panic responses**.
- A **truly horrifying event** occurs (GM discretion).

Roll: D6 + Stress Level – Resolve. Consult the table on the right.

MORE PANIC

If you're already suffering a panic response and must make another panic roll, you suffer **both responses** if possible. If incompatible, the higher result takes precedence. Same result = use next higher response.

STOPPING PANIC

Ongoing panic responses end when:

- Another character in speaking range makes a **COMMAND roll** (full action in combat).
- You become **broken**.
- **One stretch** passes.

RELIEVING STRESS

For every **stretch** spent resting in a **safe area**:

- Stress level **-1**.
 - Remove one **stress response** of your choice.
- You cannot make skill rolls while resting.

PANIC RESPONSE TABLE

Roll: D6 + Stress Level – Resolve

Resu	Response
≤0	Keeping Cool. No effect.
1	Spooked. Stress +1 for you.
2	Noisy. Nearby enemies are automatically alerted.
3	Twitthy. Make an immediate supply roll (air, ammo, or power – GM's choice).
4	Lose Item. Drop a weapon or item (GM's choice). Quick action to pick up.
5	Paranoid. Cannot give or receive help on skill rolls.
6	Hesitant. Automatically get #10 initiative card.
7	Freeze. Lose your next turn. No interrupt actions until then.
8	Seek Cover. Immediately take full cover (interrupt). Stress -1, but lose next turn. If open zone, Scream instead.
9	Scream. Lose next turn, no interrupt actions. Stress -1, but every friendly PC in zone makes a panic roll.
10	Flee. Move away from the source (interrupt). Stress -1, allies in starting zone get stress +1. Must keep fleeing until safe.
11	Frenzy. Attack the nearest creature, friend or foe. All friendly PCs in zone make panic roll. Fight until you or target is broken.
12+	Catatonic. Collapse. Cannot move or act until panic stops.

MENTAL TRAUMA

If you rolled **9 or higher** on a panic roll during a session, roll **Empathy** (attribute only, no skill, cannot push) after the session. On failure, roll D66 for a permanent mental trauma.